```
vec3
              #m scale
            #m position
         #m_forwardVector
               #m up
  ec::Transform3D
+ Transform3D()
+ ~Transform3D()
+ updateLocalMat()
```

+ getLocalPosition()
+ getLocalMat()
+ getUpVector()
+ getForwardVector()
+ getTranslation()
+ getTranslationX()
+ getTranslationY()
and 35 more...